

```
1 #pragma once
2 #include "GameState.h"
3 #include "Player.h"
4 #include "Level.h"
5 #include <Windows.h>
6 #include <vector>
7 #include <string>
8
9 class StateMachineExampleGame;
10
11 class GameplayState :
12     public GameState
13 {
14     StateMachineExampleGame* m_pOwner;
15
16     Player m_player;
17     Level* m_pLevel;
18
19     bool m_beatLevel;
20     int m_skipFrameCount;
21     static constexpr int kFramesToSkip = 2;
22
23     int m_currentLevel;
24     vector<string> m_LevelNames;
25
26 public:
27     GameplayState(StateMachineExampleGame* pOwner);
28     ~GameplayState(); // clean up after levelnames
29     virtual void Enter() override;
30     virtual bool Update(bool processInput = true) override;
31     virtual void Draw() override;
32
33 private:
34     bool load();
35     void HandleCollision(int newPlayerX, int newPlayerY);
36     void DrawHUD(const HANDLE& console);
37
38 };
39
40
```